

Rulebook



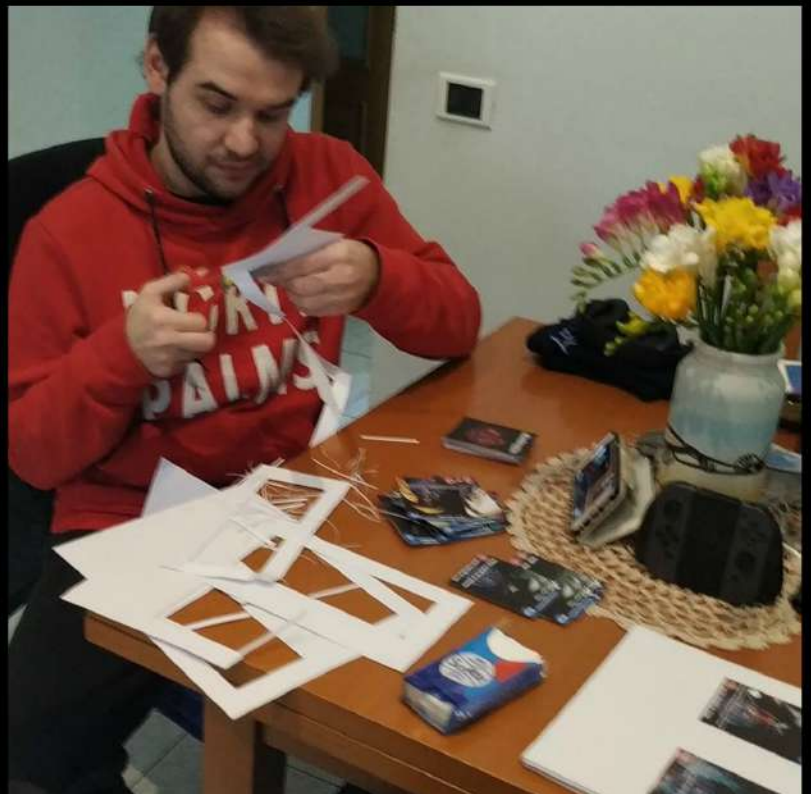
Alpha

How to begin

Each player start with 2000 A.P. (Animus points) ,a main deck of 50 cards(is not optional) and two mana decks,Sephira deck(Blue) and Antisephira deck(Red) and a playmat all this materials are downloadable on Mage Master Facebook Page.

Players can play max 4 copies of a single card so you can customize your deck as you wish and share the deck list on the page.

Use cardboard and print and cut the cards like in the picture:



Creatures

- 1:Species and class
- 2:Element/s
- 3:Name
- 4:Sephira cost
- 5:Skill/s
- 6:Line of placement
- 7:Card effect
- 8:Antisephira cost
- 9:Attack and Block values



Arkana

- 1:Arkana type
- 2:Name
- 3:Sephira cost
- 4:Card effect
- 5:Antisephira cost



Some creature have Arkana on her, this kind of effect can be played one time at turn for any creature (even the same copy).

Skills



Drilling:Inflict difference damage between ATK and BLK.



Rush:Cannot be blocked



Shoot:He receives no counterattack except from other creatures with shoot or flight.



Flight:Can be attacked or blocked just by creatures with Shoot or Flight



Multiple attack:Can Attack X times before be stunned.

Skills



Seal:Is immune at Arkana of any type.



Magus:Low the Arkana cost(only Sephira cost)

Stun symbol



:When you see this symbol put face down the card for stun and execute the effect.

Note:A face down creature is always considered stunned.

Battlefield

Is really important where you place the creatures for have tactical advantage, players can attack directly only on the red lines even are other active creatures on the field(Face up).

Arkana cards dont occupy field zone except permanent cards.

Note: Creatures cannot change field zone except for a card effect.



Download and print it free from the Facebook page

Turn 0(Zero):

Both players draw 7 cards from own deck, then they can put how many cards they want into bottom of the deck and draw the same number just one time for game.(Mulligan)

Game phases

Starting from the first turn:

- >Mana phase: Add a Sephira to your mana pool**
- >Draw phase: Draw a card**
- >Main phase: Summon creatures and play Arkana**
- >End phase: End your turn**

The second turn is same for both players until the game end.

- >Mana phase: Add a Sephira to your mana pool**
- >Recovery phase: You can recovery just one stunned creature and send others in the graveyard**
- >Draw phase: Draw a card**
- >Main phase: Summon creatures and play Arkana**
- >Battle phase: Attack with your creatures and play Istant Arkana cards**
- >End phase: End your turn**

Let's battle

Mage Master have a unique battle card system,so do attention and follow the istructions:

When you summon a creature choose the position for the battle,vertical(Attack) or horizontal(Block). Any creature cannot attack in the same turn is summoned except for a effect.

Attack position



Block position



Battle examples

Here is a battle between two creatures, Lilith attack with 250 and make stun(face down)Magnus because block with 200,
Here we dont have battle damage.

Lilith ATK:250>Magnus BLK:200



Battle examples

how to put K-O. a creatureAny creature have a Sephira cost,if a Active creature(face up) attacka stunned creature(facedown) with Sephira cost equal or higher is K.O.so is destroyed and sended in the graveyard.
Note:Any creature be stunned later an action(attack or block).

Lilith cost:3 put K.O. stunned creature cost:3



Battle examples

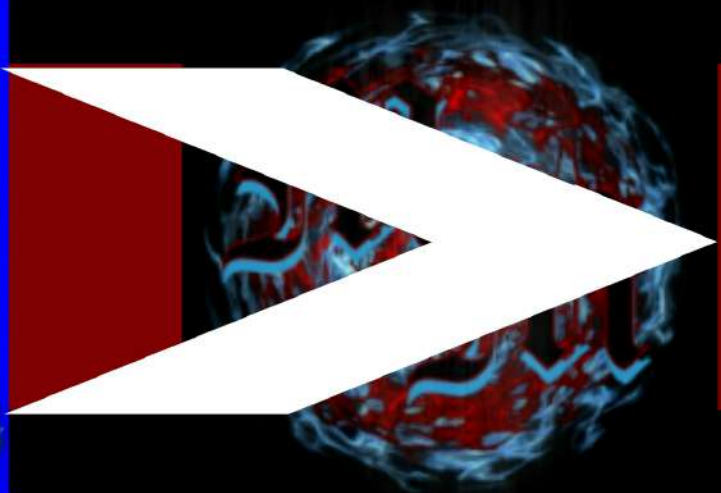
Direct attack can be executed only on red lines and stunned creatures dont obstacle the attack because the zone is considered free(only for battle)

Any time a player recive a direct attack gain an Antisephira to mana pool.

Antisephira



Lilith attack directly opponent player and inflict 250 battle damage to him A.P.(Animus points) and he gain an Antisephira to him mana pool



How to defend

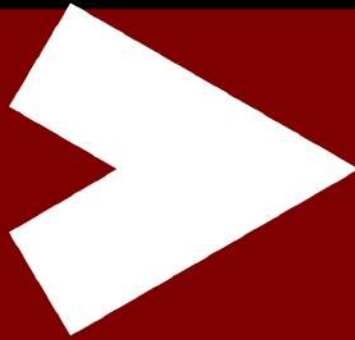


Militae inferni attack with 300 but be blocked by Pharaonic general with 350 so offensive player receive 50 damage.

Magnus cannot block because is too far.

Both creature be stunned later the battle.

How to defend



In this case Militae Inferni attack free because Magnus is a one zone distant, if skip one or more zone distantly defensive player cannot block.



Shooter

Shooter creatures are very strong because they don't receive counterattack except by opponents's shooter creatures and you can block too with them and can attack and block flight creatures.



Rule summary

>Add a sephira in mana pool every turn start.



>Later a creature attack or block going to stunned(face down).

>In recovery phase you can face up only one creature and send others in the graveyard.

>Cards hands limit not exist.

>Arkana dont have need of field zone except permament.(Aura and Artifact be placed under the creature card)

>Skills are applicated only for creatures and not on players

Terminology

Attack and block combined:Players can attack or block with many creatures for battle a stronger opponent creature(Multiple attack is disable in this case).

Cannot be K.O.: This card cannot be put K.O. in battle or card effect when is stunned.

Cannot be blocked:When attack cannot be blocked by creatures except front of her.

**This game is only for private use,
is a no profit game so is just for fun.
All material are free downloadable
on Mage Master TCG No Profit Board
Game Facebook page:
[https://www.facebook.com/
magemasterpnp/](https://www.facebook.com/magemasterpnp/)
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